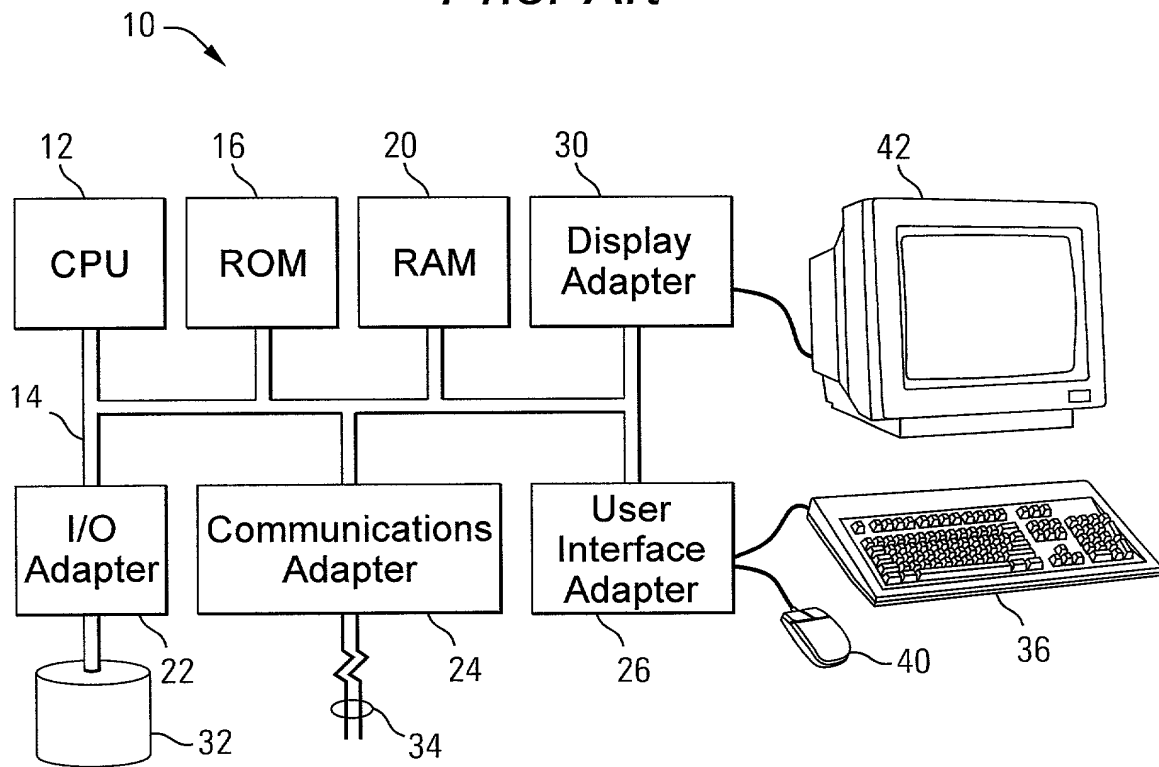


*Prior Art*



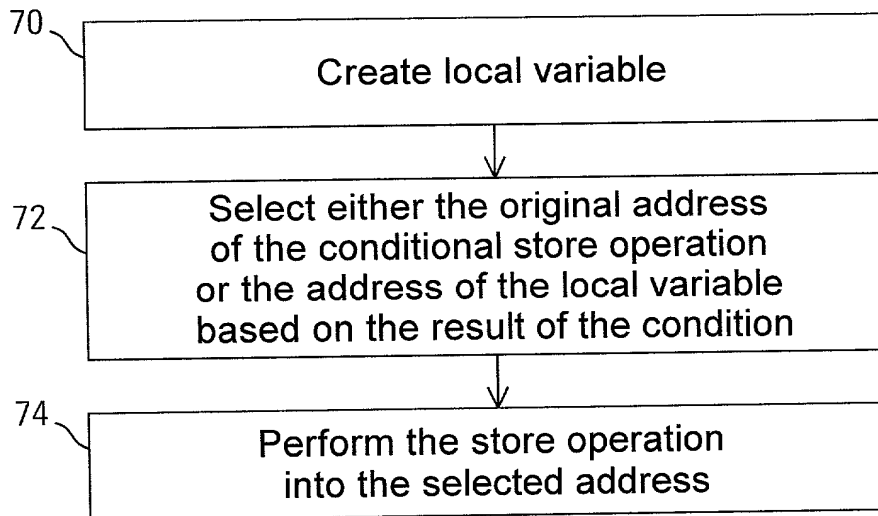
**FIG. 1**

```
if (a > 0) {  
    *p = 10;  
}
```

**FIG. 2**

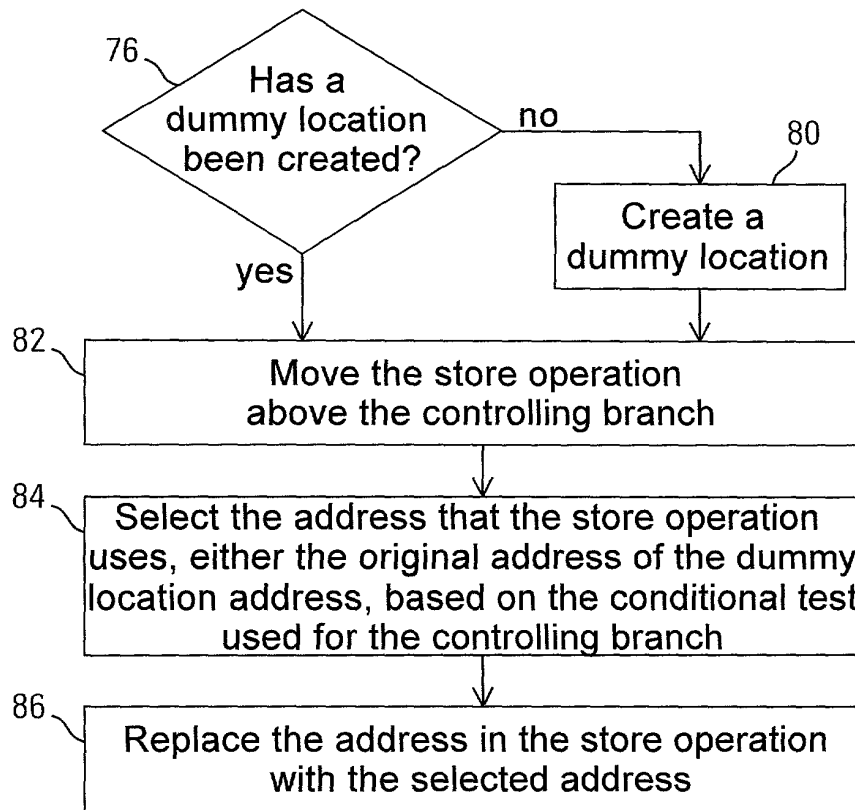
```
0  load $r1 = [a]  
1  cmple $r3 = $r1, 0  
2  branch $r3, L1  
3  load $r2 = [p]  
4  store $[r2] = 10  
5  L1:
```

**FIG. 3**



**FIG. 4**

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**FIG. 5**

```

{
  int dummy;
  int* p1 = (a > 0) ? p : &dummy;
  *p1 = 10;
}
  
```

**FIG. 6**

```

0  load $r1 = [a]
1  load.spec $r2 = [p]
2  cmpgt $r3 = $r1, 0
3  select $r4 = $r3 ? $r2, dummy
4  store $[r4] = 10
  
```

**FIG. 7**

```

0  load $r1 = [a]
1  load.spec $r2 = [p]
2  cmpgt $r3 = $r1, 0
3  move $r4 = dummy
4  cmov $r4 = $r3, $r2
5  store $[r4] = 10
  
```

**FIG. 8**